VICTORIOUS BOXERS™

IPPO'S ROAD TO GLORY

USER GUIDE

TEEN
CONTENT RATED BY ESRB

ESP ENTERTAINMENT SOFTWARE PUBLISHING

KODANSHA

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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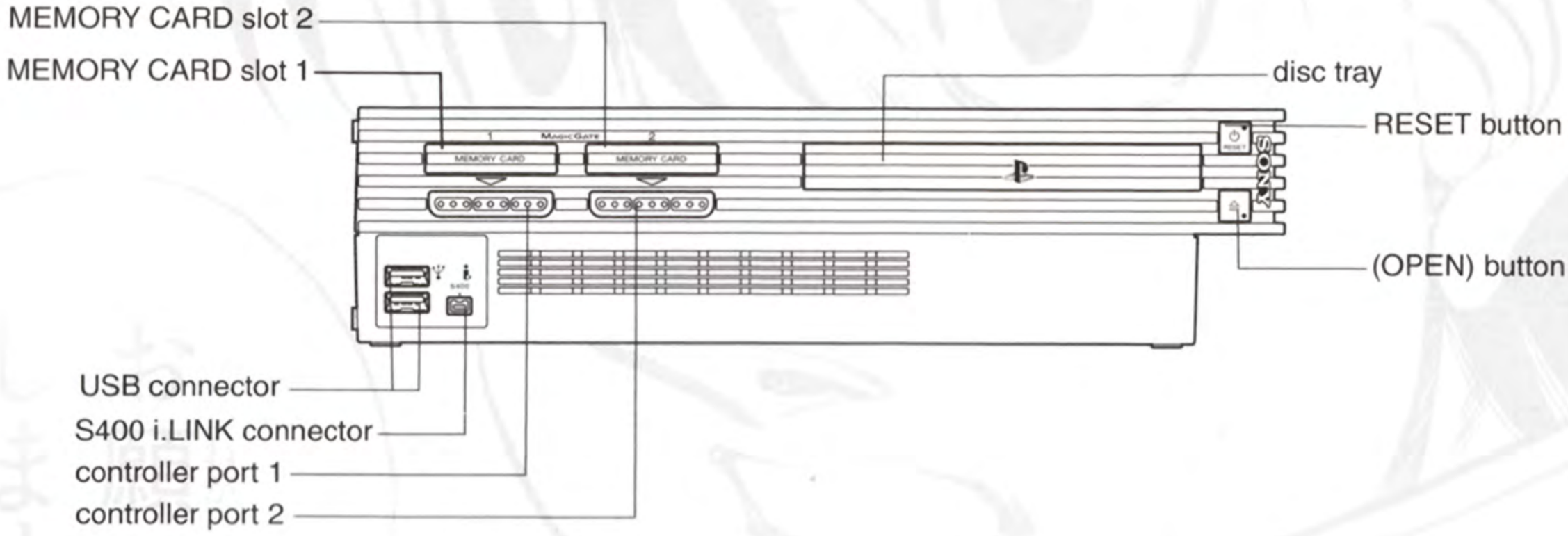
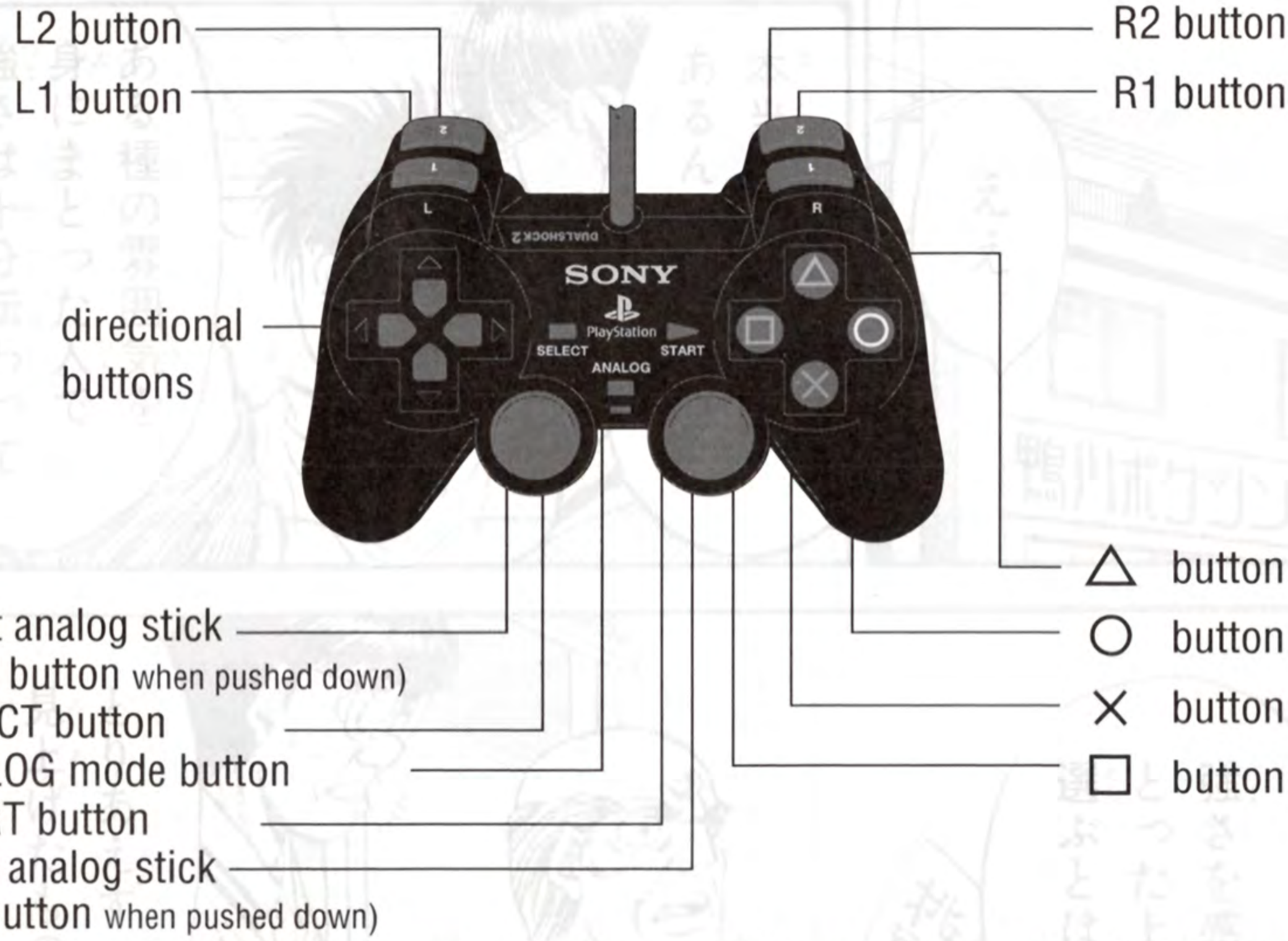
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the VICTORIOUS BOXERS disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Basic Controls (Default)

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



These are the default controls assigned in Victorious Boxers. You can change the default configuration to suit your preference by going to the Options screen and selecting Controller Settings, Button Configuration.

Button	Menu Screen	In-Game
Directional Buttons	Menu Navigation	-
Left analog stick	Menu Navigation	*Character Movement
Right analog stick	-	-
⊗ button	Select	Left Hook
△ button	Cancel/Back	Right Straight
○ button	-	Right Hook
□ button	-	Left Straight
START button	Start Game/Skip Movies	Pause/Access In-Game menu
L1 button	-	Special
L2 button	-	Technique
R1 button	-	Special
R2 button	-	Technique

*Please refer to page 7 for a more detailed information about Character Movements.

Note: The ANALOG mode (mode indicator: RED) will be automatically selected for gameplay. You will not be able to manually select this.

Soft Reset - You can Soft Reset the game at any time by holding down the following buttons simultaneously.

L1 button, **L2** button, **R1** button, **R2** button, **SELECT** button, **START** button.

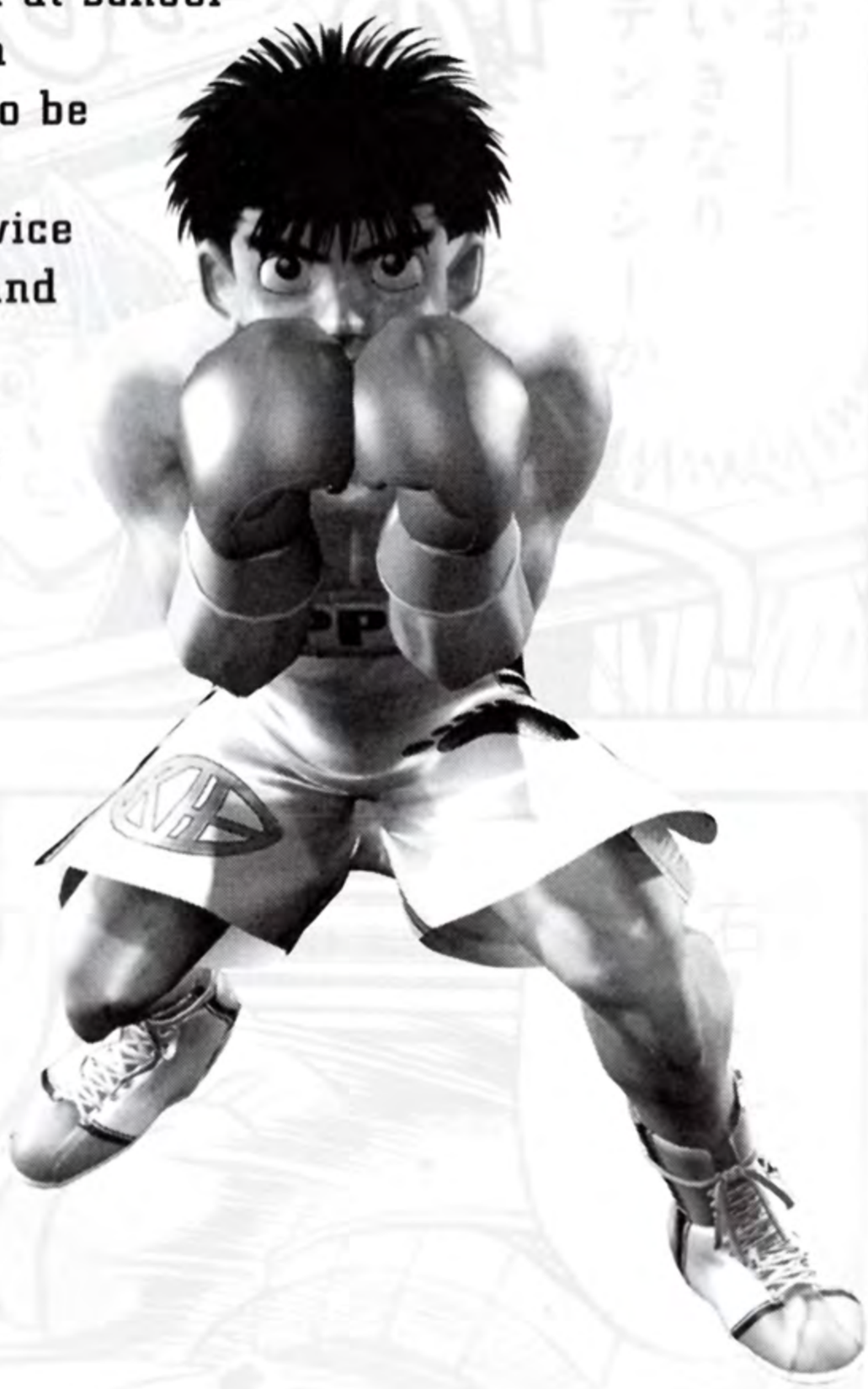
Victorious BOXERS

Ippo's Road to Glory

Story

THE ROAD TO GLORY

Ippo Makunouchi is a high school student, very hard working who likes to keep to himself. Because of his kind nature Ippo used to get bullied at school until one day he met Mamoru Takamura, a Professional Boxer who encourages Ippo to be strong and fight back. Ippo decides that enough is enough and takes Mamoru's advice and trains hard in an effort to be strong and confident. Mamoru discovers Ippo has a natural talent for Boxing. He soon passes the Pro-Test and now has his sights set at being a Champion Featherweight Boxer.



Characters

IPPO MAKUNOUCHI

Ippo is the main character in Victorious Boxers. He is solemn and hard working. He is a right-handed fighter. When Ippo was young he was weak but he now trains hard to achieve his ultimate goal, being the Champion of the Featherweight division.

Ippo is a strong all round puncher.

MAMORU TAKAMURA

Mamoru is a middleweight boxer who belongs to the Kamogawa boxing gym. After Mamoru's debut fight, he has never lost a match.

Special Move: Mamoru doesn't have a special move but a strong punch is the key to his success.

GENJI KAMOGAWA

Genji is the owner of the Kamogawa boxing gym who is striving to make Ippo a worldwide champion. He is there every step of the way helping Ippo and giving him advice and encouragement between each round.

MASARU AOKI

Masaru is a lightweight boxer who belongs to the Kamogawa boxing gym. He is a right-handed fighter who can vary his stance and whose style of boxing means he will always stay close to his opponent.

Special Move: Frog Punch

TATSUYA KIMURA

Tatsuya is a junior lightweight boxer who belongs to the Kamogawa boxing gym. He is a philosophical person with a placid nature. Tatsuya uses his footwork to his greatest advantage and is always looking for a Counter Punch.

Special Move: Dragon Fish Blow

ICHIRO MIYATA

Ichiro is an elite boxer who was trained by his father who was also a boxer. He used to belong to the Kamogawa gym but left because he wanted the chance to fight against his eternal rival, Ippo Makunouchi.

Special Move: Counter Blows

RYO MASHIBA

Ryo is a boxer with a clinical style who belongs to the Toho gym. He is always hungry for victory. He has a vicious jab called the "Flicker" because his long arms move like a whip.

Special Move: Chopping Right

TAKESHI SENDO

Takeshi is the featherweight rookie king of West Japan who belongs to the Naniwakentokai. He will meet Ippo when he challenges him for the featherweight title. Takeshi is not the best defensive boxer but what he lacks in defence he makes up for with his destructive punches.

VORG ZANGIEF

Vorg is a street fighter type of boxer who belongs to the Otowa gym. He is the World Amatuer Champion from Russia. He is an almighty boxer with both accuracy and power.

Special Move: White Fang

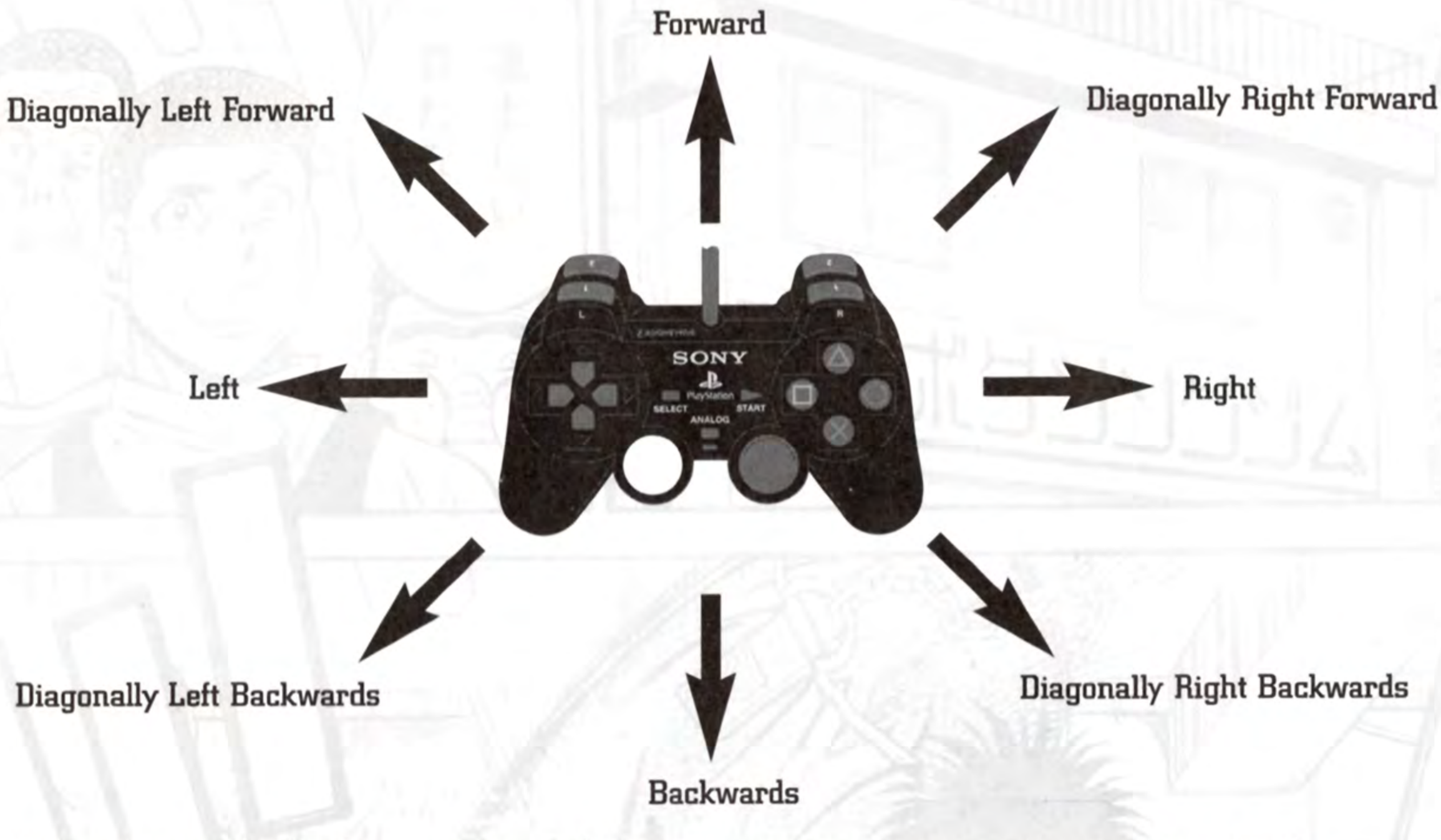
EIJI DATE

Eiji is the featherweight champion of Japan who belongs to the Nakashiro gym. He is a good all round fighter who should never be underestimated.

Special Move: Cork Screw

Character Movements

The left analog stick is used to move your character. This controls the movement of the legs and body such as defence, weaving, swaying, ducking and quick steps.



These controls apply no matter which camera/view point you are using. So for example, if you want to move your character forward, push the left analog stick up and if you want to move your character backwards, pull the left analog stick down.

Note: You can change this control system so the character moves in relation to which way he is facing and DOES NOT apply to the camera view. Please refer to Change Controller Input on page 17.

During a fight, your character may become disorientated and end up facing the wrong way. Pull the left analog stick down (your character will retreat) to create a bit of space between you and your opponent. Your character will then face the right way.

Stance

If you do not move the left analog stick your character will remain in his natural stance.

Defence

Slight movements of the left analog stick will cause your character to behave defensively. He will sway and duck depending on the direction the left analog stick is moved.

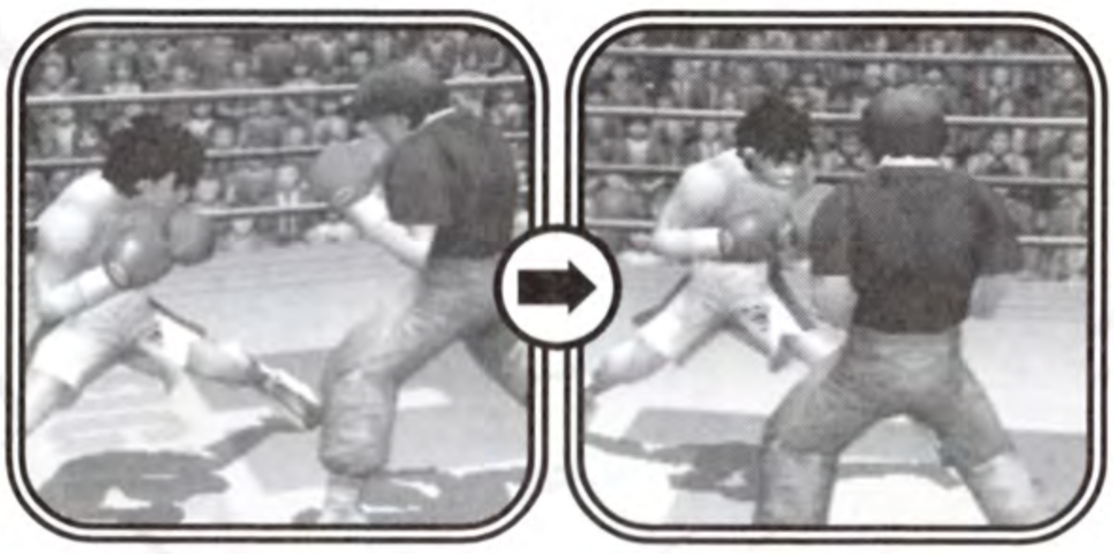
Please refer to page 14 for more detailed information about defensive moves.

Movement

Full movements of the left analog stick will make your character move as described above.

Quick Step

The 'Quick Step' move will allow your character to move quickly in any of the four main directions. This is achieved by double tapping the left analog stick in the direction movement is required. This can be used as both a defensive and offensive maneuver to either get out of the way of your opponent or to surprise attack with a quick advance.



Offensive Moves

There are three basic types of punches that can be thrown. Straight Punches, Hooks and Upper Cuts.

Straight Punches

This is the most basic type of punch. You can either perform a straight jab or a straight cross (depending on character orientation, left or right handed) with either the left or right hand.

Right Straight △ button

Left Straight □ button

Hooks

A hook is a punch that approaches from the side and is performed with a bent elbow at all times. A hook's power effectiveness relies on the distance between your character and the opponent. The closer you are the more powerful the punch will be.

Right Hook ○ button

Left Hook ✕ button

Upper Cut

An upper cut is a punch that approaches from a low position and will strike the opponent in an upward fashion. This punch is very similar to a hook; the only difference being the punch is performed perpendicularly rather than laterally. This punch is very effective if your opponent is in a low position.

Left Upper Cut	**L2/R2** button + ⊗ button
Right Upper Cut	**L2/R2** button + ○ button

Attacking after Ducking or Swaying

You are able to perform different punches from different postures such as during a duck or a sway.

Upper Cut after Ducking

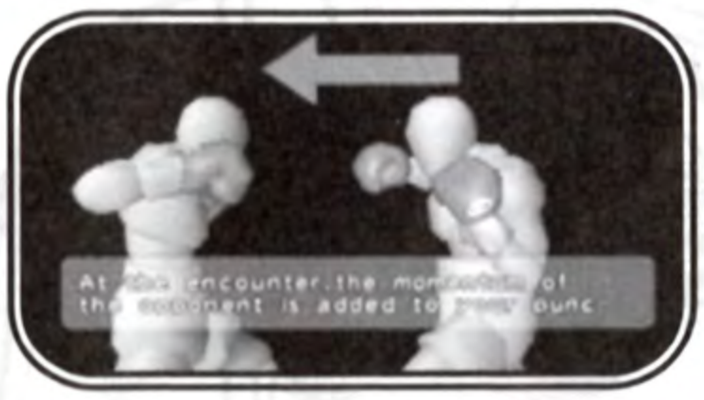
Left Upper Cut	**L2/R2** button + ⊗ button
Right Upper Cut	**L2/R2** button + ○ button

Straight Punch after Swaying

Right Straight	△ button
Left Straight	□ button

Counter Blows

You can execute a punch straight after defending an opponent's attack; this is called a Counter Blow. The damage that will be inflicted on your opponent will be twice that of a normal blow.



Defensive Moves

Swaying

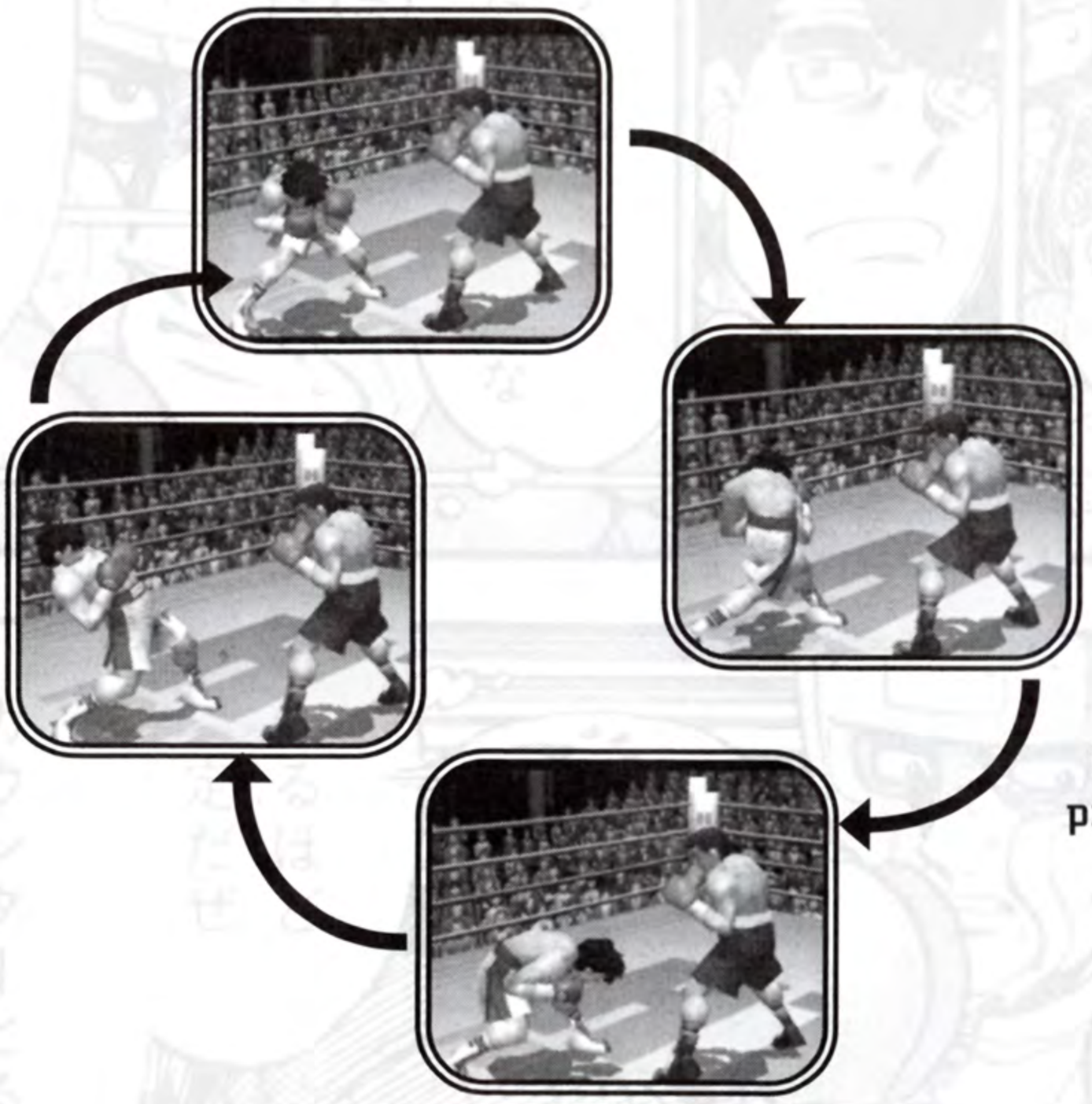
To sway, either tap or slightly move the left analog stick DOWN. This will cause your character to lean the upper half of the body backward to defend.

Ducking

To duck, either tap or slightly move the left analog stick UP. This will cause your character to lean the upper half of the body forward to defend.

Weaving

To weave, move the left analog stick in an arc from the position you have made a sway or a ducking maneuver. This will move the upper half of your character's body laterally. This movement is called Weaving. This technique is very useful for creating offensive maneuvers right after defending. You will also be able to create different types of punches from this position.



Note: You can assign a button to SWAY in the Controller Settings/Button Configuration (page 16-17). This will give free movement of the left analog stick and you will only be able to sway, duck or weave by pressing your assigned button.

Special Moves

Each character has a variety of special moves that can be performed. These Special Moves will become available to you as the story progresses in the Single Player Mode.

IPPO MAKUNOUCHI

Jofle Upper Cut: **L1** (or **R1**) button + ◎ button
(Only available after the match with Miyata)

Smash: **L1** (or **R1**) button + △ button
(Only available after the match with Sendo)

Gazel punch: **L1** (or **R1**) button + □ button
(Only available after the match with Volg)

Dempsey roll: **L1** (or **R1**) button + ✕ button
(Only available after the match with Pon chai)

MASARU AOKI

Frog punch: **L1** (or **R1**) button + ◎ button
(Only available after the match with Bull Ushida)

Corkscrew blow: **L1** (or **R1**) button + △ button
(Only available after the match with Bull Ushida)

Double punches: **L1** (or **R1**) button + □ button
(Only available after the match with Bull Ushida)

Look away: **L1** (or **R1**) button + ✕ button
(Only available after the match with Imaeda)

TATSUYA KIMURA

Dragon Fish blow: **L1** (or **R1**) button + ✕ button
(Only available after the match with Mashiba)

Quick dash: **L1** (or **R1**) button + △ button
(Only available after the match with Kanzaki)

* There are no special skill punches for **Mamoru Takamura**.

TAKESHI SENDO

Explosive dash: **L1** (or **R1**) button + △ button
(Only available after the championship match)

Deadly smash: **L1** (or **R1**) button + ◎ button
(Only available after the championship match)

Smash: **L1** (or **R1**) button + □ button

Ultra Low smash: **L1** (or **R1**) button + ✕ button

KEIGO OKITA
Corkscrew blow: **L1** (or **R1**) button + △ button

HAMMER NAO
Rough fight arm: **L1** (or **R1**) button + △ button

RYUICHI HAYAMI
Shot gun: **L1** (or **R1**) button + △ button

EIJI DATE
Corkscrew blow: **L1** (or **R1**) button + △ button

YOSHIO FUJIWARA
Butting: **L1** (or **R1**) button + △ button

RYO MASHIBA
Chopping right: **L1** (or **R1**) button + △ button

RYUHEI SAWAMURA
Ballet: **L1** (or **R1**) button + □ button

SNAKE TOMAS
Corkscrew blow: **L1** (or **R1**) button + △ button

VORG ZANGIEF
White fang: **L1** (or **R1**) button + ○ button

KAZUKI SANADA
Returning Swallow: **L1** (or **R1**) button + ○ button
Flying Swallow: **L1** (or **R1**) button + □ button

IWAO SHIMABUKURO
Gazele punch: **L1** (or **R1**) button + □ button

BE CAREFUL WHEN USING SPECIAL MOVES

Special moves use a lot of stamina. If you use them too often it will adversely affect your stamina.

Each Special Move is very powerful therefore you are more vulnerable to Counter Blows. If you receive a Counter Blow while performing a Special Move you will incur a lot of damage.

You cannot use a Special Move when you are against the ropes.

During the Single Player Story Mode, the number of Special Moves you are able to use depends on the fight you are embarking on. You are able to check which Special Moves you can use during the fight by pressing the **START** button at any time during the game.

Power and Effectiveness of Attacks

The power and effectiveness of attacks rely heavily on very complicated elements just like in real boxing.

ROTATION OF BODY

The power of a punch is the total power from your toes to your fist. Therefore, your stance before and after a punch is performed is directly proportional to the power of the punch. For example, if you perform a right hook directly after a sway to the right, the spin of the waist and the movement of the lower body will be strong, so the punch will be harder. There is a disadvantage to this however, your body movement will have to be greater in order to perform a harder punch therefore it will be easier for your opponent to guess what you are going to do next.

ANGLE OF A PUNCH

If the angle of a punch is wrong it will not affect your opponent to its fullest even if the punch is hard. Energy transfer and conservation will be at its greatest when a punch connects with its target perpendicularly. Any variation of this angle will reduce the effectiveness and power of a punch. In other words a glancing blow will inflict less damage than a full blow.

WEAK POINTS

There are various weak points in the human body. When you hit these weak points the effect of a punch will be very large. You may be able to knock out your opponent with one punch, however it is very difficult to accurately hit a weak point.

Main Menu

The main menu will appear after the opening movie. Use the directional buttons or the left analog stick to highlight the mode you wish then press the ⊗ button to select.

STORY MODE

Select Story Mode to embark on the Single Player Mode. Take control of Ippo Makunouchi in his quest to become the Champion of the Featherweight division.

This is the Single Player Story Mode. Play through each of the 5 main character's story mode to unlock the next one.

The story progresses from character to character as follows:

Ippo Makunouchi

*Ippo Makunouchi's Comeback

Masaru Aoki

Tatsuya Kimura

Mamoru Takamura

Genji Kamogawa

*Ippo Makunouchi's Comeback begins from when he loses the fight against Eiji Date.

Red Bars

The Red Bars represent the 5 main characters in the game. When you first start Victorious Boxers only Ippo Makunouchi will be available.

Blue Bars

The Blue Bars represent the fights you have fought and won. You can opt for a re-match with any character if you feel you want to play that match again and better your previous result.

Continue

A red Continue Bar will appear at the bottom of the screen only when you loose a fight and select Story Mode. You are able to continue the game from the fight you have just lost.

Note: If the Auto Save (See page 24) function is OFF and the game is reset, the continue option will disappear. You will have to start again from the beginning in this case.

VS GAME

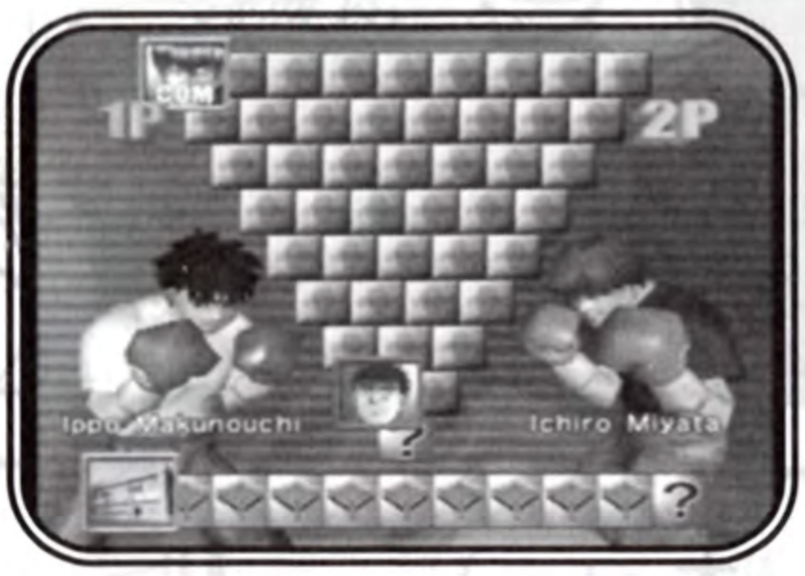
Select VS Game to play either a 2 Player battle against another human opponent or play against a computer controlled character in a one off fight.

Note: You will need a second (DUALSHOCK®2 analog controller) to play a 2 Player match. Please ensure this is plugged in before selecting VS Game.

Character Select

Select the character you wish to use from the available listed. Select the **?** icon to randomly select your character (1 Player and 2 Player) or the computer character.

Press the ◎ button to switch between human and computer controlled characters. A 'COM' will appear in the character select box to denote the character being computer controlled.

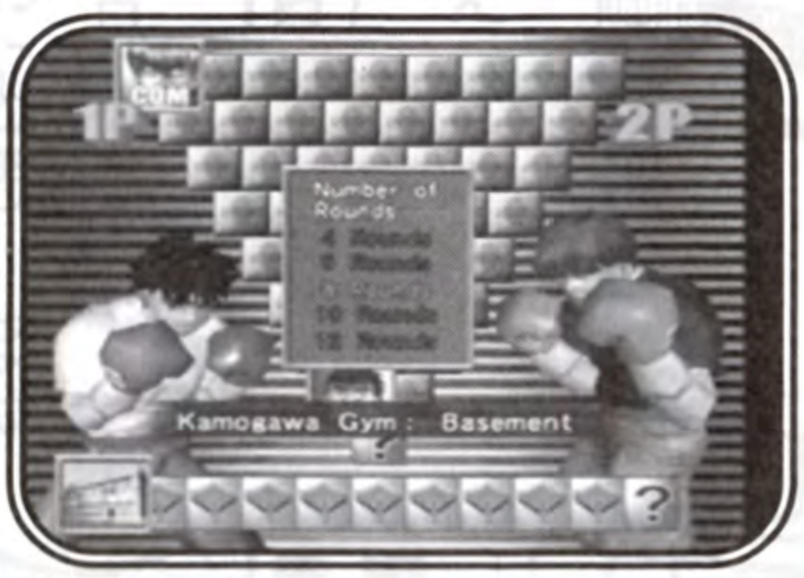


Arena Select

Select which arena you wish to fight in from the available listed. Select the ? icon to randomly select the arena.

Number of Rounds and Number of Knockdowns

Select the number of rounds 4, 6, 8, 10 or 12 and the number of Knockdowns 1, 2, 3 or FREE.



Unlocking Characters and Arenas

After defeating each computer-controlled character in the Single Player Story Mode, they will then become available for use in the VS Game. This includes all of their special moves and the arenas you fight at.

PLAYER DATA

Select Player Data to check your Bout Results, Career Results and any Replay's you have saved. Scroll left or right using the directional buttons or the left analog stick to access each option.

Note: You will need a memory card (8MB) (for PlayStation®2) to save any section of the Player Data.

Bout Results

You are able to view a variety of statistics in the Bout Results such as the type of Knockout and match length.

Bouts Result
Won 4 KO 4
Drawn 0 Lost 1
Winning Rate : 80% KO Rate : 100%
Continuous KO wins : 4times
Average number of scenes cleared per play : 1
Highest number of KO wins per play : 2
Shortest time for all clear : mins. secs.

Select the match you want then press the ⊗ button to view even more details about the fight.

Career Results
Won 4 KO 4
Drawn 0 Lost 1
Winning Rate : 80% KO Rate : 100%
Total number of plays : 3
Total fight duration : 0hrs.18min.02secs.
Average match duration : 3mins.36secs.

Career Results

This will display the statistics for your whole career.

REPLAYS

If you save your replay after a fight you will be able to view it from this option.

Saving The Replay Data

After you finish a fight you will be given the option to Save the replay. Select YES to save the replay to your memory card (8MB) (for PlayStation®2).

Select the MEMORY CARD slot where your memory card (8MB) (for PlayStation®2) is inserted. Once the MEMORY CARD is read, you can either create a new replay file or overwrite an existing file.

Viewing The Replay Data

On the Replay Bout screen press the ⊗ button then select which MEMORY CARD slot your memory card (8MB) (for PlayStation®2) is inserted.

Replay Bout
MEMORY CARD SLOT1
MEMORY CARD SLOT2
Ippo Makunouchi VS Ichiro Miyata
Replay data00 : 27(D) 6(M)2001(Y) 19 : 35(hrs.)
Select replay data

The replay files will be listed, select the replay you wish to watch then press the ⊗ button. You can choose to either Show Replay or Delete Replay.

OPTIONS

Select Options to adjust various settings such as Controller, Save / Load options and Sound settings.

Controller Setting

Select this option to change your controller set up.

Button Configuration

Select this option to change the button configuration of your controller. You can modify each button to suit your preference. Select the button you wish to change then scroll through the list of available alternatives to make your alteration.

Step - Assign a button for Movement. The default action for the left analog stick then becomes Sway.

Sway - Assign a button for Swaying. The left analog stick will now ONLY control movement. Hold down your assigned button to Sway.

Note: You cannot assign both Step and Sway buttons at the same time. Selecting Step will default the left/right analog stick to Sway and selecting Sway will default the left/right analog stick to Step.

Expert - You can change the left/right analog stick to Expert. This will make your character move more quickly but he will be harder to control.

Angle Set

Select this option to adjust the angle of the left or right analog stick.

Change Controller Input [ON / OFF]

Select ON to alter the control system. Your control inputs will be directly related to the action on screen. For example if your character is facing right, pushing right on the left analog stick will make your character advance forward, pushing UP will make your character step left.

Note: This mode will change the control system detailed in CHARACTER MOVEMENT on page 9.

Vibration [ON / OFF]

This will turn the vibration function ON or OFF.

Default

This will revert all controller settings back to their defaults.

Back

This will take you back to the main Options screen

Save / Load

You can Save and Load all the game data and records using these options.

Auto Save [ON / OFF]

This will automatically save any changes made to the options and your game progression.

Load Data

This will Load in all system data and records.

Save Data

This will Save all system data and records.

Back

This will take you back to the main Options screen.

Sound Setting
Select this option to adjust the Sound Settings.

Sound Mode [**Mono** / **Stereo**]
You can change the sound output depending on whether your television supports Mono or Stereo.

Please refer to your television's instruction manual for further information.

SE Volume [**1-99**]
This allows you to adjust the volume of the Sound Effects.

BGM Volume [**1-99**]
This allows you to adjust the volume of the Back Ground Music.

Back
This will take you back to the main Options screen.

CUT SCENES

During the Single Player Story Mode, there are several Cut Scenes before and after the fights that portray the story. You are given valuable advice during these scenes from your trainer as to the best tactic for winning each match. Also between rounds your trainer will give you feedback as to how he thinks you are doing, what you should be doing and how your opponent is doing.

These scenes can be skipped at any time by pressing the **START** button.

IN GAME MENU

Press the **START** button during gameplay to pause the game and access the In Game Menu.

Special Move

Select this option to view all available Special Moves.

Button Configuration

Select this option to change your Button Configuration.

Angle Set

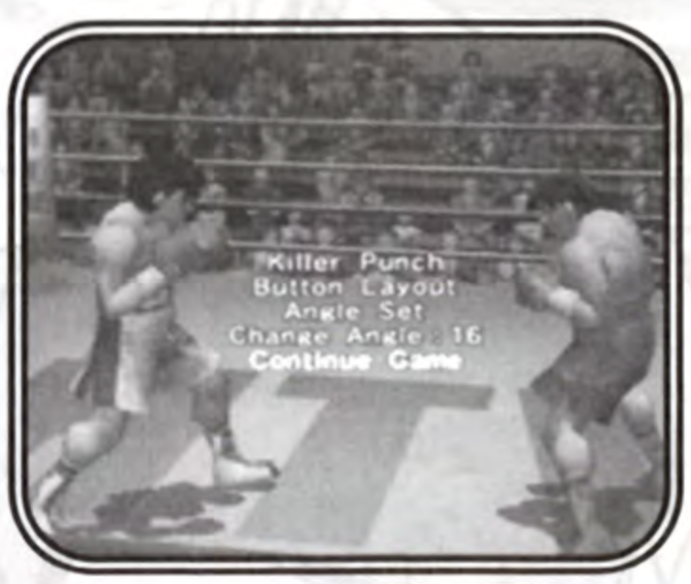
Select this option to adjust the angle of the left or right analog stick.

Change Camera Angle

Select this option to switch between the 18 different Camera Views.

Continue Game

Select this option to resume play.



CAMERA MODES

Victorious Boxers employs many different camera modes for gameplay. These can be changed at any time during gameplay or replay to suit the player's tastes. It is recommended that you experiment with the 18 different views until you find a camera that is comfortable for you.

01 This displays the action from behind Player 1. You can see through Player 1.

02 This displays the action from behind Player 2. You can see through Player 2.

03 This displays the action as a first person view for Player 1.

04 This displays the action as a first person view for Player 2.

05 This displays the action from Player 1's waist. You look up at your opponent.

06 This displays the action from Player 2's waist. You look up at your opponent.

07 This displays the action from diagonally up behind Player 1. You look down at the action and see yourself and your opponent.

08 This displays the action from diagonally up behind Player 2. You look down at the action and see yourself and your opponent.

09 This displays the action from a TV style camera. The camera is positioned far out and both boxers appear in the middle of the screen.

10 This displays the action from a distance.

11 This displays the action from an overhead view. Both boxers always appear in the middle of the screen.

12 This displays the action from the ringside of the blue corner.

13 This displays the action from the top of the red corner.

14 This displays the action from the top of the blue corner.

15 This displays the action from the top of the first white corner.

16 This displays the action from the top of the second white corner.

17 This displays the action from a close up view of both players. (This is the default camera.)

18 This displays the action from a higher close up view of both players.

Random

You are only able to choose this option while you are watching a replay. The camera randomly changes between the 18 views.

Hints and Tips

Use both arms to make punch combinations

You can make several punches in a row (combos) by alternating between left and right punches. A punch combo produces faster hits compared to single punches.

Execute a punch right after swaying or ducking to produce different attacks

You can vary your attacks by punching after swaying or ducking. Different punches will be produced depending on the time you press the punch buttons. Change your timing to produce varying punches at varying speeds.

After parrying or blocking, this is a good time to attack

You can parry or block your opponents attacks by pressing the opposite punch button. For example if your opponent is jabbing you with his left then press the right hand punch to parry or block. After parrying / blocking, attack with the opposite arm and the punch will be more immediate then a normal punch.

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DVD ROM

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